

Figure 6.35 From the Library's Options pop-up menu, choose Duplicate to make a copy of the selected symbol.

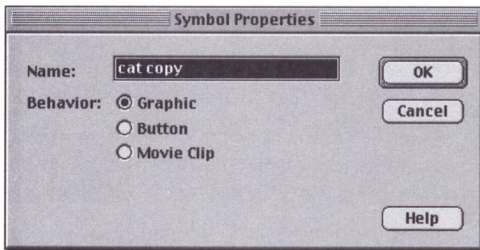


Figure 6.36 The default duplicate name for a symbol in the Symbol Properties dialog box.

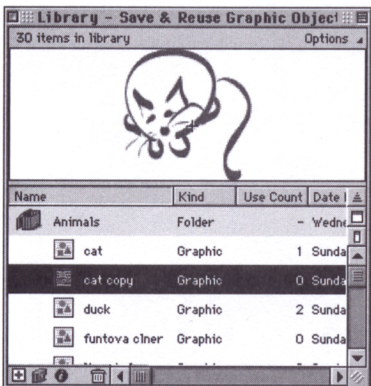


Figure 6.37 Flash puts duplicated symbols at the same Library level as the original.

Though you can always modify the instances of a symbol on the Stage, if you need to use one variation of a symbol over and over you can make those changes to a duplicate of the original symbol.

To create a duplicate symbol:

1. In the Library window, select the symbol you want to duplicate.
2. From the Options pop-up menu, choose Duplicate (**Figure 6.35**).
Flash opens the Symbol Properties dialog box, giving the duplicate symbol a default name (**Figure 6.36**).
3. If you wish, type a new name for your symbol.
4. Choose Graphic behavior for your symbol.
5. Click OK.

Flash adds the new symbol to the Library at the same level in the hierarchy as the original (**Figure 6.37**). The duplicate doesn't link to the original symbol in any way. You can change the duplicate without changing the original and vice versa.

✓ Tip

- The Duplicate command is a good way to create a series of symbols with different behaviors. For example, you might want a graphic that acts as a button—responding to a user's mouse clicks—only some of the time. You can create the button, duplicate it, and assign the duplicate Graphic behavior. In most instances, you'll place the graphic symbol in your movie. Use the button version only in places where you want a live button.